G.		CHARACTER			
	ength () Wits witerity () Perc		Presence (Will ()	Initiative () Movement ()	
Ď					
End	durance () Tech		Faith ()	Defense ()	L
O	Natural Skills	Fight			Э
0		Gaming		Watercraft	Э
	Influence (3)	_ Gunnery		Xeno Lore []	5
O	Lore (3) Lore (3)	_ Investigation		Velio role []	5
	Lore [Phoenix Empire] (3)	_ Knavery _ Landcraft			
О	Melee (3)				Э
Ο	Observe (3)	•			C
O	Sneak (3)	_ Lockpicking			С
0	Throwing (3)		1 —		
	Vigor (3)	Lore [1		C
O		Lore [i —		C
Ο	Learned Skills	Lore [i —		C
O	Aircraft	_ Performance	,		С
	Applied Science	_ Performance			
О	Archery	_ Physical Science			O
Ο	Artifact Melee	_ Physick			C
Ο	Artillery	_ Ride			C
O	Arts []	_ Self Control			С
	Arts []	_ Sleight of hand			
О	Athletics	_ Slug Guns			C
Ο	Beastcraft	_ Social Science			C
O	Bureaucracy	_ Spacecraft			С
2 O	Craft	Spacecraft Operations			C
	Craft	_ Streetwise			
4 O	Demolitions	_ Survival			O
0	Disguise	_ Tech Redemption		Psi Urge Theurgy Hubris	C
3 O	Empathy Energy Guns	_ Terraforming		Theurgy \square \square Hubris	С
0 O	Etiquette	_ Think Machine			С
U		_ Torture			

Hair Eyes	Descri			From character Stool The history						
Com	nplexion:			<u></u> _						
_	ght:			The history	1				-	
Weig	ight:			E The motory						!
App	earance:									
	Prope	erties	 	Rite/Power	Level	Roll	Range	Duration	Component	Wyrd
Firel	birds:									'
				Powers						'
				8						
_										
				Occultism						
				뭐						
				§						
										
				Name	Pts. Inc	c. Usability	Quality A	Activation App	Tooron Ot	thers
	Oth	iers		IVallie	PlS. IIIC	i. USavincy	Quality 7.	CTIVATION APP)earen. o.,	ners
				Cybernetics			 ·			
_										
							 .			
_				<u>ই</u>						
				_						
		I		0.15 - 15		A -tion	Caal		Othors	
	Action	Goal	Dmg	Others		Action	Goal	Dmg	Others	
	Aim	+1/turn	. 3	Max 3 turns		trike		2d/Wpn	51 - 1 / 1 - 1 Chi	
	Burst (3)	+2	+3		1/2	Grapple		2d	Str+Vig/Str-	
suc	Burst (6)	-2	+5	Ignore 2 Defense	SC K	ínockdown	_	3d	Str+MI/Dx+	
apc	Empty Clip	-4	+7	Ignore 3 Defense	Q D)isarm	-4	3d	Dmg/Str+\	
Ranged Weapons	Supressing Fire	-2		Special		ínockout	-4	3d	Special	
>						Charge		1d/m	Max 4d	i
ged	.				- e					
an	.				Melee					
R					_					
	1	-								
	1									
	Weapon	Roll	Goal E	Dmg Str/Rng Sh	hots Ra	ate Size	Others			
40										
Suc			. — -					or	Rating:	
Weapons	1							Armor	Str: Dx: Er	n: In:
Ne	1								□н□ғ	□∟
	i									
	1	•							□ P □ S	
	Stance			Description						
			2.0-4-	Description	22.0			Shield	<i></i>	
es	Aggressive Stance			ense and +4 Goal / +2				Shi	<i>'</i> (П ,
Stances	Defensive Stance			+2 Defemse and -5 0		ed ×	4	2		— ,
St	Full Defensive Stand	ce	+4 Defe	ense and only movem	nent allow	ed		Energy	Hits:	
	l			·				Ę	ı ———	